

WHAT IS CLAIMED IS:

Sub. 227 1. A game system in which a game player make motions in response to contents of instructions displayed on a display screen and generating predetermined sounds corresponding to the contents of instructions, the game system comprising:

a voice converting means having an voice input member for inputting voices and for converting the voices input through the voice input member into electrical signal data,

a storage means for storing the electrical signal data obtained by the voice converting means together with predetermined sound-relating data corresponding to the contents of instructions,

a sound generating means for generating voices from the corresponding electrical signal data, based on the motions of the game player, corresponding to the contents of instructions, when the game player makes motions in response to the contents of instructions.

2. A game system according to claim 1, wherein the sound generating means includes/a data processing means, for processing the electrical signal data of the voices, and generates voices corresponding to the electrical signal data processed by the data processing means.

3. A game system according to claim 2, wherein the data processing means has one, two or more of a frequency modulating function; an amplitude modulating function; a function of changing the sound level of voices lying within at least part of frequency ranges divided at specified intervals; a function of thinning out sounds lying within part of the frequency ranges; and a function of expanding and compressing at least part of sound waves with respect to a time axis.

4. A game system according to claim 1, further comprising a signal generating means for generating a signal based on the motion made by the game player, wherein the sound generating means outputs a sound when the signal generating means generates a signal within a predetermined period.

5. A game system according to claim 1, further comprising a second storage means in addition to the storage means, wherein a second electrical signal data stored in the second storage means is stored in the storage means, and the sound generating means generates a sound corresponding to the second electrical signal data.

6. A game system according to claim 2, further comprising a second storage means in addition to the storage means, wherein a second electrical signal data stored in the

second storage means is stored in the storage means, and the sound generating means generates a sound corresponding to the second electrical signal data.

7. A game system according to claim 6, wherein the data processing means processes the second electrical signal data, and the sound generating means generates a sound based on the processed second electrical signal data.

8. A game system according to claim 6, further comprising a changing means for changing a degree of data processing by the data processing means, wherein the changing means changes the degree of data processing applied to at least one of the electrical signal data and the second electrical signal data.

9. A game system according to claim 5, wherein sounds relating to the second electrical signal data and background sounds are stored in the second storage means, and the sound generating means outputs the background sounds without modification.

10. A game system according to claim 1, wherein an instruction regarding a timing to input a voice to the voice

the voice converting means is displaced at a specified moving speed.

system according to claim 1, where the system generates a predetermined sound corresponding to signal data, instead of generating a sound corresponding to the voice input member.

11. A game system according to claim 1, wherein the sound generating means generates a predetermined sound corresponding to the electrical signal data, instead of generating a voice if no voice is input to the voice input member of the voice converting means.

[illegible]